

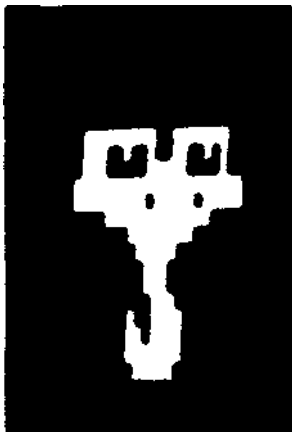
The Magic of Leo
Christopherson!

Bee Wary..
Android Nim
Snake Eggs..
Life Two...

This package contains:

- ☐ Bee Wary
- ☒ Android Nim
- ☐ Snake Eggs
- ☐ Life Two





SNAKE EGGS

with sound

by Leo Christopherson

INSTRUCTIONS - This unique animated graphics game has **SOUND!** Simply plug the cord which now goes into the AUX input of your cassette recorder into any audio amplifier. (Radio Shack Microsonic 200 mw Solid State Speaker - Amplifier, Catalogue number 277-1008 works well, as do many others. Complete plans for building your own may be found in Soft-side Magazine, Volume 2 • Number 9, page 36.)

In this game you place bets and your Snake will lay an egg, which acts like dice. Your Snake will play against the computer's Snake. You do not need to press ENTER after your entries. To place a bet, such as \$123.45, press 1,2,3,..4,5 -pausing after each digit to see that it has been accepted. To change the bet, press "B". When the amount of your bet is correct, press the space-bar to enter it. You may press "R" to start a new game.

After the first two rolls, you may roll again until your score approaches 41 • but you lose if your total score goes over 41. Each roll is from 1 to 22 points. You win if your total score is closer to 41 than the machine's. A roll of "SNAKE EGGS" wins, while a roll of "SCRAMBLED EGG" loses. If the final result of your rolls is the same as the machine's, no one wins.

The Snake at the left is a "Controller Snake" and will pass along to the other Snakes what they are to do. Your Snake is at the upper right, and the machine's Snake is at the lower right.

This program may be saved on disk. It may be necessary, after playing this game, to reset your system, since LPRINT is used to access machine language routines. This may leave your printer inactive until you press the reset button.

If you fail to get sound - and you have an expansion interface - you may need to try the other cassette cable. Or, you may connect your cassette cable directly to the keyboard.

Snake language will be translated for you!



BEE WARY

with sound

by Leo Christopherson



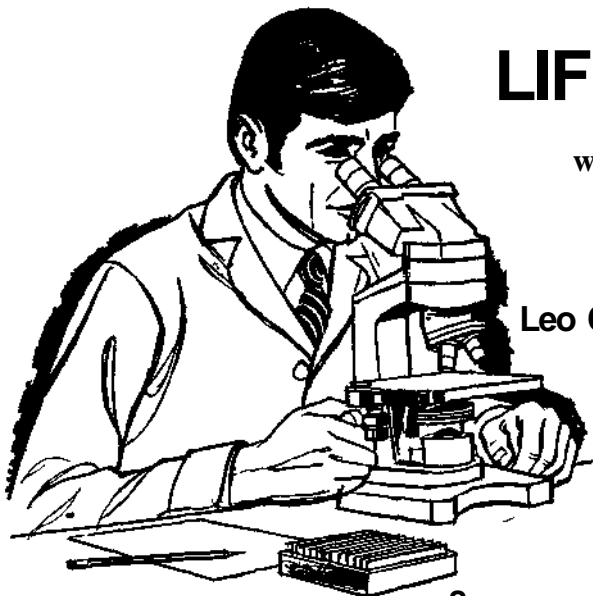
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The line listing may look strange • even with a successful CLOAD - due to the use of HYBRID programming (Altered line graphics and packed machine language sound routines).

You will operate an animated bee in a contest against a spider operated by the computer. If the spider can jump up and swallow your bee, you lose. If the bee can sting the spider in a vulnerable spot, you win. Hint - the spider is tough, but has weak spots near its eyes.

This program may be loaded directly to disk, but will not work with BASICR, as it uses NAME to call machine language routines.

If you fail to get sound - and you have an expansion interface - you may need to try the other cassette cable. Or, you may connect your cassette cable directly to the keyboard.



LIFETWO

with Sound

by

Leo Christopherson

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This program contains two versions of LIFE. The first option allows you to set up an initial pattern and watch resulting LIFE patterns unfold according to J. H. Conways' standard LIFE rules ... but at the amazing rate of about 100 generations per minute. (This option does not contain sound in the interest of speed.)

The second option is the BATTLE OF LIFE game... using the full brilliance of Leo Christopherson's TRS-80 graphics... plus the exciting addition of sound! Watch as the characters talk and move with sound effects!

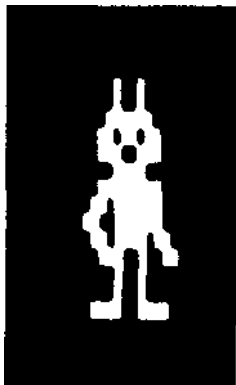
Four life forms (biped, triped, uniped and quadruped) allow up to four players to participate. Each player chooses his lifeform (numbered 1,2,3 and 4 respectively) and places up to six of them at various locations on the grid represented by the numbers. Players may put all six on the grid in one turn or (more fairly) players take turns putting one of their lifeforms at a time on the grid. The number to the right of the letter "P" in the upper right corner is the total population.

When there are two players, each player may take one lifeform or each may take two different ones. Three players are limited to one lifeform each, with one left over and not used-

Following each cycle of five generations, play is stopped to allow each player to add two more of their lifeforms to the grid. Play then continues when the "S" key is pressed.

This program may be saved to disk.

If you fail to get sound - and you have an expansion interface • you may need to try the other cassette cable- Or, you may connect your cassette cable directly to the keyboard.



ANDROID NIM

by Leo Christopherson

SOUND EFFECTS

In addition to the captivating animation of these entertaining androids, you will also want to hear them communicate with each other in their special language. This is easily accomplished by connecting the wire which normally goes to the AUX input of your cassette recorder to an amplifier. (Radio Shack Microsonic 200 mw Solid State Speaker Amplifier, catalog number 277-1008 works well, as do many others. Complete plans for building your own may be found in SoftSide Magazine, Volume 2 - Number 9, page 36.)

INSTRUCTIONS

The rules of the game are simple: three rows of androids will appear on the screen. The rows contain seven, five, and three androids respectively. To the left of each row of androids stands an executioner-android, recognizable by his official badge. You and the computer will take turns removing androids. You may remove as many androids as you wish on your turn, provided that they all come from the same row. The player who removes the last android is the winner.

When it is your turn to play, select a row by pressing a number from 1 to 3; (There is no need to use the ENTER key). A number will appear beside the row you have chosen. It is now time to inform the executioner how many androids you wish him to remove from the row. You do this by pressing a number-key.

Example: to remove two androids from the third row, press "3", wait for the 3 to appear at the left of row 3 and. then press "2". By nodding his head.the executioner win teii you if your move is legal. (If there was only a single android in row 3, your request would be denied.)

Your turn is signalled by a flashing display and sound. If you wait about 45 seconds without making a move, the computer will signal you again.

Your computer opponent is a smug winner, but a sore loser, if, by varying combinations of skill and luck, you succeed in winning the game, be prepared for a string of humorous abuse!

If you fail to get sound - and you have an expansion interface - you may need to try the other cassette cable. Or, you may connect your cassette cable directly to the keyboard.

Fun games with sound and animation. Sound requires connecting an amplifier to the cassette port.



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